

K O S - M O S
生誕20周年記念
アンソロジー
[コスモス フックス]

KOS-MOS
20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]
2002-2022

Japanese
&
English

written together

[日英併記仕様]

CHOCOLATE SHOP
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COMIC MARKET
FRIENDSHIP FOREVER

KOS-MOS FIX [HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY] 2002-2022

KOS-MOS
20th
ANNIVERSARY



The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.

In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.

Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.



CHOCOLATE SHOP PRODUCED #62 2022 SUMMER

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THIS IS

UNOFFICIAL FAN BOOK

The written content and settings are Fan Fiction
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KOS-MOS

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2002-2022

この本は英語と日本語が併記しております。
機械翻訳と人間翻訳が混ざっており
誤訳や読みづらい箇所が含まれている可能性がありますが
ご了承ください。

This book is written in English and Japanese.
Please note that this book to be mixed machine and
human translation, may contain mistranslations and
difficult-to-read passages.

すがた その造形を見て、一瞬で恋に落ちた。

I fell in love with the moment I saw her "figure".

背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

誰もを魅了する壁花でありながら、

決して人間のものにはならない偶像——女神の本質。

対グノーシス用人型掃討兵器 KP-X シリアル No.0000000001。

『無い』ものを『在る』ものとするそのエフェクトは、

今も変わらず、この胸に焼き付いている。

——どうか。

2002年。ゾハルが人類には早すぎた遺物であったように、彼女もまた、我々オタクには早すぎた女神だったんだ。

おかげで20年経った今もKOS-MOSの版権物は脊髄反射で押さえることに。自分の『超性能ヒロイン好き』の一因は確実に彼女にあるでしょう。このメガ味。そしてこのメカ味。最高。

KOS-MOSを生み出してくれた『ゼノサーガ』と、彼女の設計に関わったすべてのスタッフに感謝を。あとガーターベルトをつけたCHOCO氏は話があるので今度V.I.P.設定させてくださいね。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away,

Looking by ultra-precise instrumentation.

Idol fascinates everything, but never get on___

The essence of the goddess.

KP-X, humanoid type anti-Gnosis tactical weapon, serial number 000000001.

"nil" to "exist", I know this effect by heart.

...Probably, "she" was too early relic like "Zohar".

We're not ready yet for.

Even 20 years later, when I look at "KOS-MOS" merchandise was buying.

It was just a knee-jerk reaction.

What made me loves "super-performance heroines", one is she.

She has PERFECT "MEGA-MI(goddess-atmos)", and "MEKA-MI(robot girl-atmos)"

I am sincerely grateful that "Xenosaga" teams who give birth KOS-MOS.

Also, I'd like to talk about her garter belt with Mr. CHOCO.

Let me hold a V.I.P. meeting next time.

KINOKO NASU





KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.

In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.

Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.



004 
VECTOR Development Dept. 1



おはよう
KOS-MOS
調子はどう?
Good morning KOS-MOS, how are you doing?

Illustration/CHOCO

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たベクター社製戦闘用アンドロイドです。

2006年発売の「Xenosaga EPISODE 3 ヴァラトゥストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとうございます!

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shiion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode I: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022
KOICHI MUGITANI(CHOCO)

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD! 2002-2022

様々なバージョンが存在するKOS-MOS。
詳しい人の姿を把握していない感覚で、
全バリエーションを覗いて見にまどめました。

KOS-MOS is available in many different versions,
and we have compiled a list of all the variations that
even those in the know may not have an overall
grasp of.



KOS-MOS Archetype

▲ Archetype out of
control in the drama:
Dendroid



KOS-MOS Ver.1

▲ Mano by Vector
Development
Department No.1.
The belly opens and
booms.



KOS-MOS Ver.2

▲ Sketchy body made by
Vector DJ2.
Rides out on a motorcycle.

▲ バージョン2
腰の筋肉強化ボディ。
バイクに乗る姿。

Illustration

TERUHIKO IMAIZUMI



KOS-MOS Ver.1.1



▲ バージョン1.1
腰筋強化ボディ

KOS-MOS Ver.4 Swimsuit



▲ There was also a one-piece
swimsuit for the KOS-MOS
Ver.2.

T-elos Swimsuit



▲ This is a special color that
does not appear in the game.
只見色。

ゼノサーガーの初プレイから20年、KOS-MOSは全く色褪せない。
少女×メカという組み合わせは一瞬で過去のモノになるのに
未だ自分の頭の中で一瞬で思い出浮かぶ存在。深いねKOS-MOS

今泉昭彦

It has been 20 years since I first played Xenosaga I, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in my mind in an instant. KOS-MOS is great.

TERUHIKO IMAIZUMI



KOS-MOS Re.

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kanoniku Episode I: Der Wille zur Macht" was released on February 26, 2002.
In it, the combat android KOS-MOS awakes from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOS
KOS-MOS is a curse.
KOS-MOSは呪いである。

KOS-MOS Ver.1

(2022年 CHOCO 作画)

できるだけ設定は当時のものに従いつつ、現在のタッチで描いてみました。
体型の違いはCHOCOの性癖の変化だと思います。

腰の金色パーツの形状などが違いますが、正確に昔のデザインをなぞろう
としても立体形状がうまく人体に沿わないので仕方なく変更しました。股
関節の稼働に干渉するので、もうちょっと考えて配置しなさいと叱りたい
です。

フィギュアなど立体化されたVer.1の回路図を見ても処理に苦労した感じが
伺えます。

左上腕の唐衣分けは最早何を根拠にこうなったのかわかりませんが、今ど
ころではそういう設定画だったからと、なぞるばかりません。

ただ当時からアイコンとなるパーツをいくつか配置して残したので、今描
き直してもちゃんと彼女になりますね。と当時の自分に言ってあげたい。

(drawn by CHOCO in 2022)

I tried to draw with a current touch while following the settings of the time
as much as possible.

The difference in body shape is due to the change in CHOCO's sexual habit.
The shape of the gold parts on the waist are different, but I had no choice
but to change them because the three-dimensional shape does not fit the
human body well even if I tried to follow the old design exactly. I would
like to scold them to think a little more about the placement of the parts
because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver.1 that has been sculpted into a
figure, you can see that it was difficult to process. I don't know what was
the basis for painting the left upper arm, but now I have no choice but to
trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I
redraw her now, she will still look like her. I would like to say to myself at
that time. "I am not a good artist, but I am a good person."

2002 to 2022

2002年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうどっこい作品は終わっているはずなのに、やはりまだまだやれることが合ったのでは？という心残りがあり、完璧な彼女を求めて20年たった今でも書き直し続けてしまうという呪いに縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998年 CHOCO 作画)

時々聞かれます。KOS-MOS をデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だったCHOCO が体部分をデザインしました。

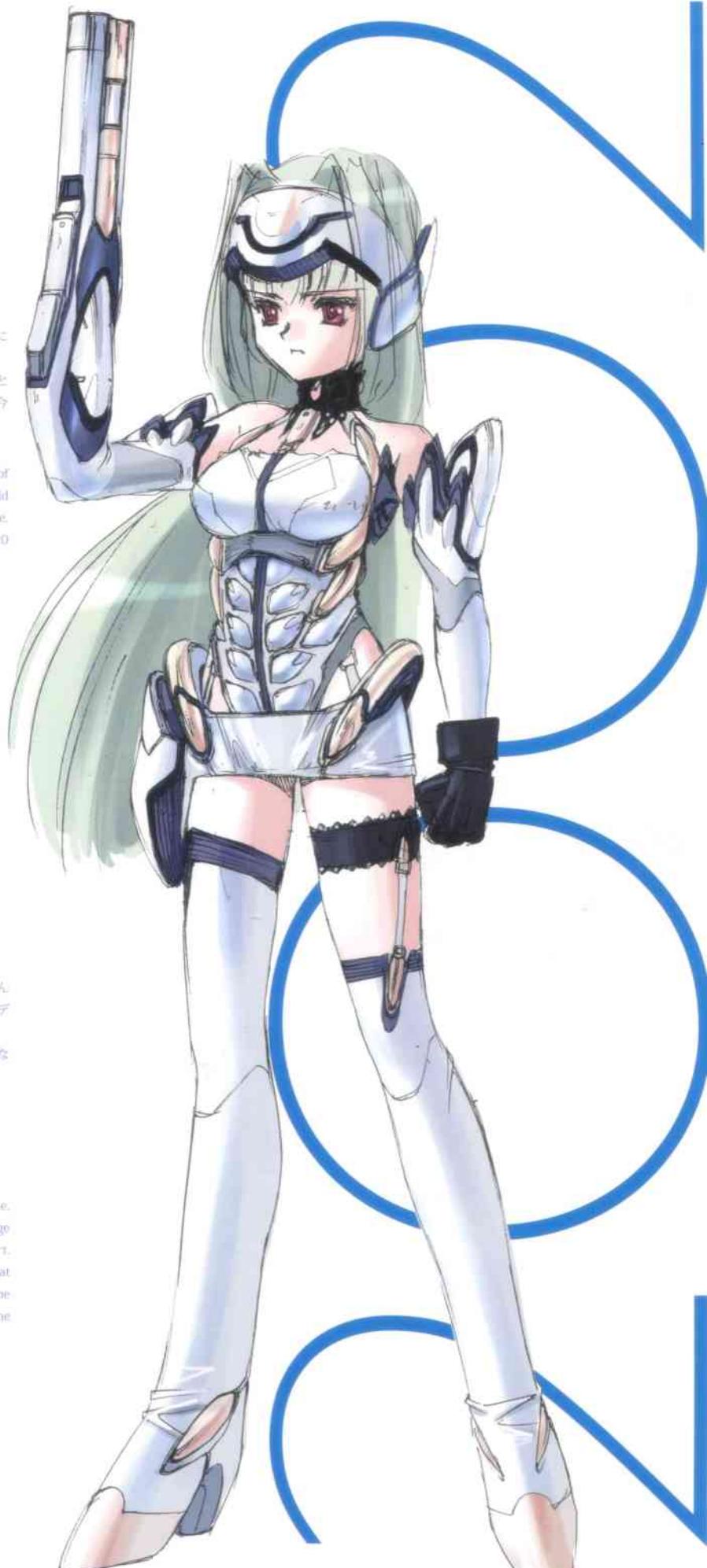
最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定版とでは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration:

(drawn by CHOCO in 1998)

Sometimes asked: who designed KOS-MOS?

First, Kunihiko Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body part. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.



KOS-MOS is grotesque.
KOS-MOS はグロテスクである。



KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では惨劇を起こします。

人の形をしつつ、人間ではない。全裸の少女の姿とその殘忍さから、見る者の加虐性を刺激し、隠された欲望を開放してもよい対象として機能してしまう。

だから KOS-MOS はグロテスクである。

The archetype is based on Hans Bellmer's spherical doll.

She is as innocent and evil as her motif and is a scourge in the play.

While in human form, it is not human.

Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed.

Therefore, KOS-MOS is grotesque.



KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kos-mos Episode I: Der Wille zur Macht" was released on February 28, 2002.

In it, the combat-minded KOS-MOS awakes from her cradle, converts into various bodies,

and travels around the universe with the player.

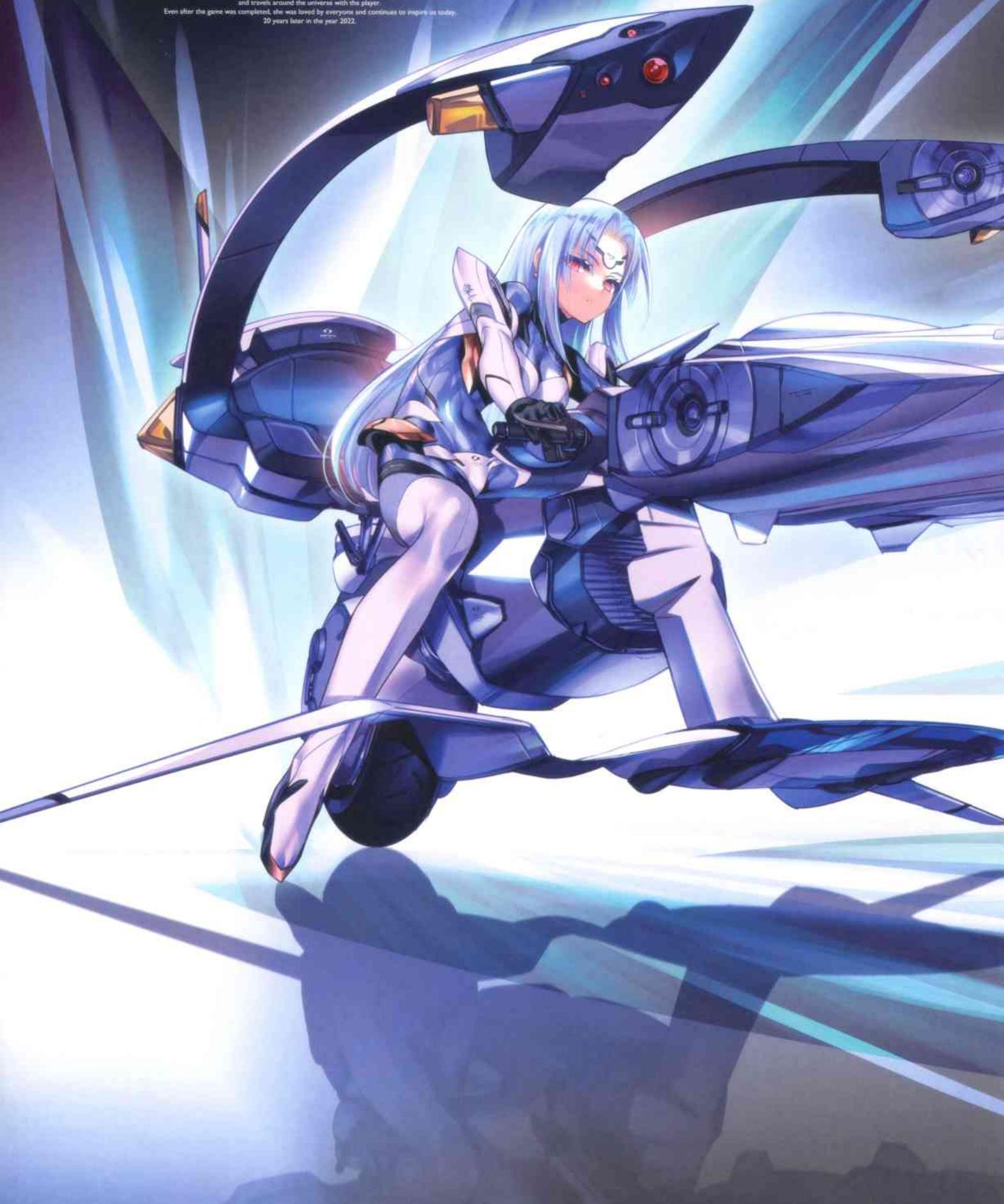
Even after the game was completed, she was loved by everyone and continues to inspire us today.

20 years later in the year 2022.

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht," was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.



K O S - M O S i s a c h a l l e n g e .

KOS-MOS は挑戦である。

(いま、モッコスって言ったヤツ、表へ出なさい。

そうあなた。あなたです。今言ったでしょ？顔が老けたとか、透明ボディがキモいとか、
前ののが良かったとか… そんなこと思ってない？
…私が一番思ってるわ！！！
どんなにステキな姿を見せてても、邪神の名前は消えない。
いいでしょう。この名前を宇宙が終わるときまで残すのみ…)
シオン、シオンが呼んでいます。

(The guy who just said "MOKKOS" Step outside....

You Yes, you You just said that, didn't you?

Do you think my face has aged, or that my transparent body is gross, or that you liked the
way I looked before? You don't think that? ...I think that myself most of all. !!!

No matter how nice my figure looks to you, the name of the Evil God will never go away. All
right, I will only leave this name until the end of the universe...)

shion, shion is calling me.



The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい。

"MOKKOS"

Step outside.....

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kos-mos Episode 1: One While our Photo" was released on February 28, 2002.

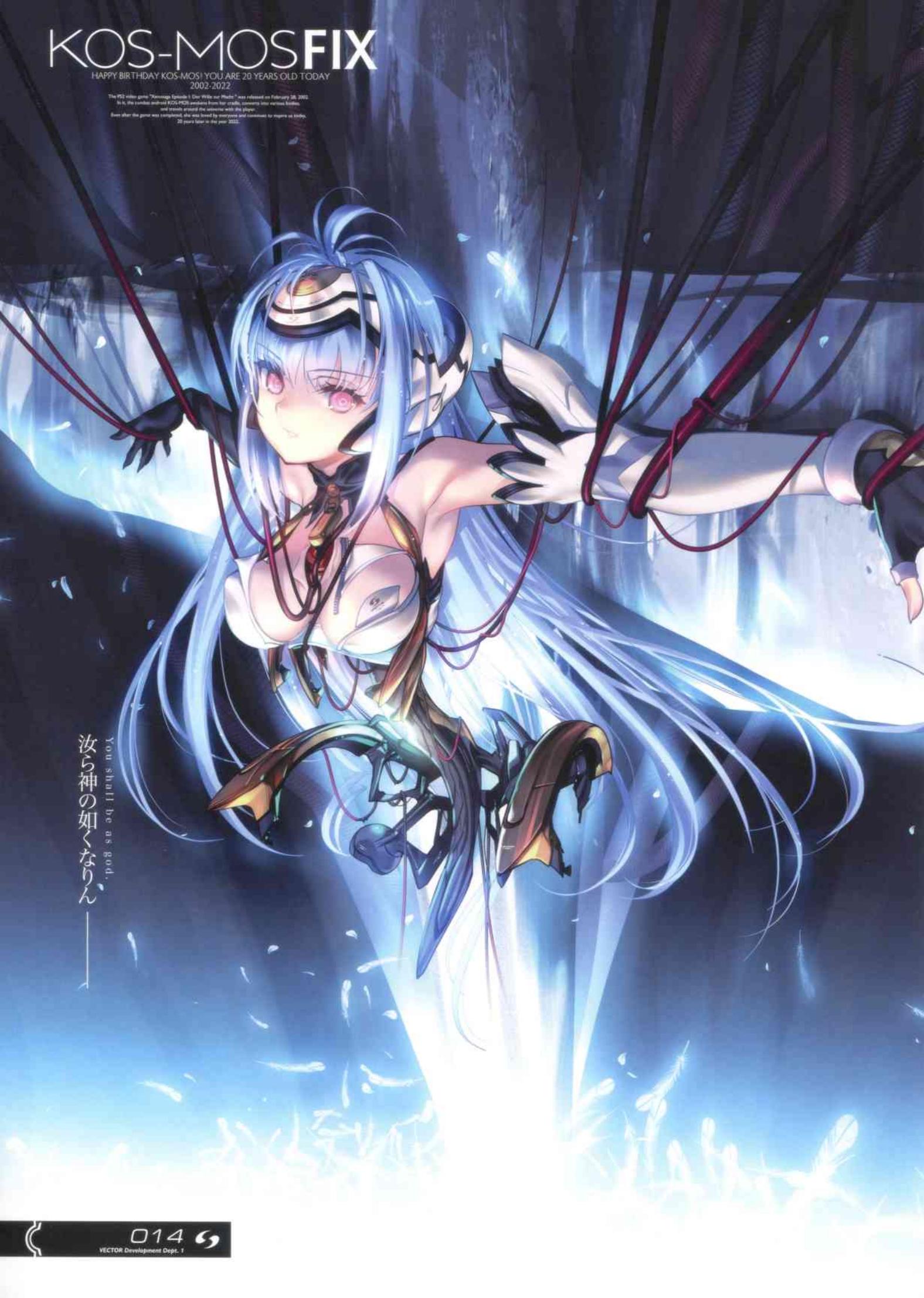
In it, the combat android KOS-MOS awakes from her credits, converts into various bodies,

and stands around the universe with the player.

Even after the game was completed, she has been loved by everyone and continues to inspire us until today.

20 years later in the year 2022.

汝ら神の如くなりん
You shall be as god.



広義のポルノグラフィに基づくなら、女性人体の内部構造をを刺激的だと感じる人にはKOS-MOSは新しい形のビジュアルで僕らの未開拓分野を刺激する題材になってくれるKOS-MOSはポルノスターといえます。彼女はすました顔で見せてくれるでしょう。ゲロテスクとは違う形で人体の美しい構造を。

Based on pornography in the broadest sense of the term...
For those of us who find the inner workings of the female body stimulating, KOS-MOS is a porn star who has given us a new form of visual subject material to inspire our unexplored field.
She shows us the beautiful structure of the human body in a different way from the grotesque, with a cool look on her face.

KOS-MOS is pornography.
KOS-MOSはポルノである。



▶KOS-MOS Ver.4 胸像フィギュア用のイラストレーション
(2018年作画 CHOCO)
残念ながら製品は発売中止になりました。

Illustration for KOS-MOS Ver. 4 bust figure (drawn by CHOCO in 2018) Unfortunately, the product has been discontinued.

◀KOS-MOS Ver.1 (2022年作画 CHOCO)
エピソード1劇中シーンより。

KOS-MOS Ver.1 (drawn in 2022, CHOCO) from the scene in Episode 1.



KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kos-mos Episode I Der Wille zur Macht" was released on February 26, 2002.

In it, the combat android KOS-MOS awakes from her cradle, converts into various bodies,

and travels around the universe with the player.

Even after the game was complete, she was loved by everyone and continues to inspire us today.

20 years later in the year 2022.

Ver.X "VISION"



結局 KOS-MOS が残してくれたものは何だったのかというと
ロボットにレース？ 脊椎まで見えてしまう透明ボディ？ そういう事象だけではなくて

倫理観を気にしないでよい表現の土台

欲望を描き出せるリミッターの開放されたモデル。

何にでも挑戦できるフィールド

つまり KOS-MOS は楽園なのです。

そんな場所で KOS-MOS を描いてみました。"KOS-MOS Ver.X VISION"

After all, what did KOS-MOS leave us with?

A race to the robot? Invisible bodies that allow us to see up to the spine?

It's not just about those phenomena.

A foundation for expression that does not care about ethics.

A Model with an open limiter that can depict our desires.

A field where you can challenge anything

In other words, KOS-MOS is paradise.

I drew KOS-MOS in such a field." KOS-MOS Ver.X VISION"

KOS-MOS is paradise.
KOS-MOS は楽園である。



KOS-MOS Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

〔抗酸化コーティング水中戦闘用軽体プラン〕



あるいはラフだけ描いて仕上げ候補に挙がらなかった原画墓場

Or a graveyard of line drawings where only rough sketches are drawn and no finishing touches are considered.

KOS-MOS FIX

20TH BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022



(2022) Illustration/CHOCO

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOS Ver.4 Model:L-1



Ver.4 派生低身長モデル
小型化しきて機器を内蔵しきれず。
外装パーツが大幅に増えてしまった
本来軽いプラン

Ver.4 derived low height model
A plan that is a complete reversal
of the original plan, in which the
outfitting was made too small
to be built in, and the number
of exterior parts has increased
significantly.



Ver.4 派生超軽量高速モデル
つまり細くて足が速い。
長いライフルを持たなくとも走って近づけばハンドガンでも当たる。

Ver.4 derived ultra-light and fast model.
In other words, it is thin and fast. She doesn't need to hold a long rifle; she can hit even a handgun if she runs and approaches.

KOS-MOS Ver.3.1



Ver.3 派生出力強モデル
ヴェクター第2回機械設計
コンペで Ver3 が勝利してい
た場合に開発継続される予定
だったプラン

Ver.3 derived output
enhancement model
Plan to continue
development if Ver.3 of
Vector 2 Development
Bureau had won the
competition.

KOS-MOS Ver.4 Model:C-1



Ver.4 派生都市型モデル
渋谷で露店活動するために設
計されたスティル装備。
武装を目立たせないためすべて
ジャケットの袖にしまい込む。

Ver.4 derived urban
model
A stealthy body designed
to stroll around Shibuya.
All armaments are tucked
into the sleeves of the
jacket to keep them out
of sight.

KOS-MOS Ver.4 Model:BN

局地隠密作戦用バニーガール装備

Bunny girl equipment for local covert operations

KOS-MOS Ver. | Model:BN



ヘッドギアを超大型化しても自然に人類生活圏に溶け込める装備として提出された画期的装備プラン。

設計主任の認可が降りず、製造はされませんでした。

This revolutionary equipment plan was submitted as equipment that could be super-sized headgear and still blend naturally into the human sphere of life. The chief designer's approval was not granted, and it was not manufactured.

(2022) Illustration/CHOCO

KOS-MOS IX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!

2002-2022



022



"Kosmos Episode II: Der Wille zur Macht" was released on February 24, 2002.
KOS-MOS awakes from her cradle, connects into several hosts,
and travels around the universe with the player.
The game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOS FIX

BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

In the video game "Kos-Mos Episode II Der Will zur Macht", it was released on February 28, 2002.
In the combat suit KOS-MOS version 20 years later converts into various bodies.

KOS-MOS Ver.2 Model:CN

Ver.3 局地隠密作戦用チャイナドレス装備
China dress equipment for local covert operations

もともと人類生活環境での作戦行動を前提にしているKOS-MOSは外見もサイズも一般的な人体を基準としています。

とりわけヘッドギアを完全内蔵型にしたVer.2はスキンコーディングを施すと最も人間に近い外見になります。

ただ水中用戦闘装備と違い熱交換キャパシティが不足するため背面フィンを塞ぐことが出来ず、ヴェクターの科学技術の粋を尽くしてもスキン部分の露出をこれ以上減らすことが不可能なのです。

Originally designed to operate in a human living environment, KOS-MOS is based on the general human body in both appearance and size.

Especially Ver.2.

She has a fully integrated headgear, and when skin coating is applied, her appearance is the closest to that of a human being.

However, unlike underwater combat equipment, the heat exchange capacity is insufficient to cover the rear fins, and even with the best of Vector's scientific technology, it is impossible to further reduce the exposure of the skin area.

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kaoszsa Episode I: Der Wille zur Macht" was released on February 20, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various modes,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later, in the year 2022.

Ver.4.1



左右に從えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。

そもそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃『ラインの乙女』を発動することが可能になります。

出力の増大化に伴い、各部コンデンサと放熱用フィンが大型化されています。

Ver.4 のデザインは基本的に足し算です。

コッテリディテールの装備、たくさんの棘、ハイコントラストのカラーリング、多すぎルマーキング、そして容赦無い肌色。

今和になつたいま、正直ダサいと言われても仕方がないが 40-50 代の男の子はきっとコレが好きなんじゃい。そんな Ver.4 に夢を載せてプラス 0.1

これが Ver.4.1

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine. The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

The design of Ver.4 is basically additive.

The detailed equipment, many spines, high-contrast coloring, too many markings, and unrelenting skin coloring.

Now that we are in the age of 2022, it may be called tacky, but boys in their 40s-50s will surely love it!

Ver.4 with a dream plus 0.1

This is Ver. 4.1



(2022) Illustration/CHOCO

KOS-MOS

025
VECTOR Development Dept. 1





KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zum Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.



KOS-MOS 生誕 20 周年おめでとうございます！
参加させていただける機会を下さった御父様へ
感謝を…。
今なお心に刻まれているシーンを描きました。
これからもずっと KOS-MOS を描き続けていき
たいですね。

Congratulations on the 20th anniversary of
KOS-MOS!

Thank you CHOCO for giving me the
opportunity to participate!

I drew a scene that is still etched in my mind.
I hope to continue drawing KOS-MOS for a
long time to come.

illustration /

ねぐれすこ
N E G R E S C O

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PC video game "Xenogears: Remastered" was released on February 28, 2002.
In it, the combat android KOS-MOS, who can transform into various bodies,
and travel around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOS FIX！

老实说当得到老师的邀请时我十分的惶恐，

毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家，
高桥监修宏大的世界观给了我巨大的冲击。

CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳，

特别是中二的我第一次看到 T-elos 出场，那种兼具强大，

美丽以及高贵的气场给我留下了深刻的印象！

希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作品。

(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心：))

この度は KOS-MOS FIX に参加させていただき、とても光栄です！

CHOCO 先生のお誘いを頂けるなんて正直恐縮です。

Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンで壮大な世界観にとても刺激を受けました。

CHOCO 先生の T-elos やその他の時代を超越したデザインもとても素晴らしい、厨二病の私は T-elos の初登場のシーンで、彼女の強さと美しさ、そして華麗なオーラに心を打たれました。

今後も先生をずっと応援していきますので一層のご活躍を心よりお祈り申し上げます！

(今回の T-elos のイラストは “Xeno” のコンセプトに合わせて「X」の構図にしてみました。

私のこだわりです：)))

It was a great honor to be a part of this KOS-MOS FIX!

To be honest, I was terrified when I got the invitation from CHOCO.

After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.

Takahashi's grand worldview gave me a huge impact.

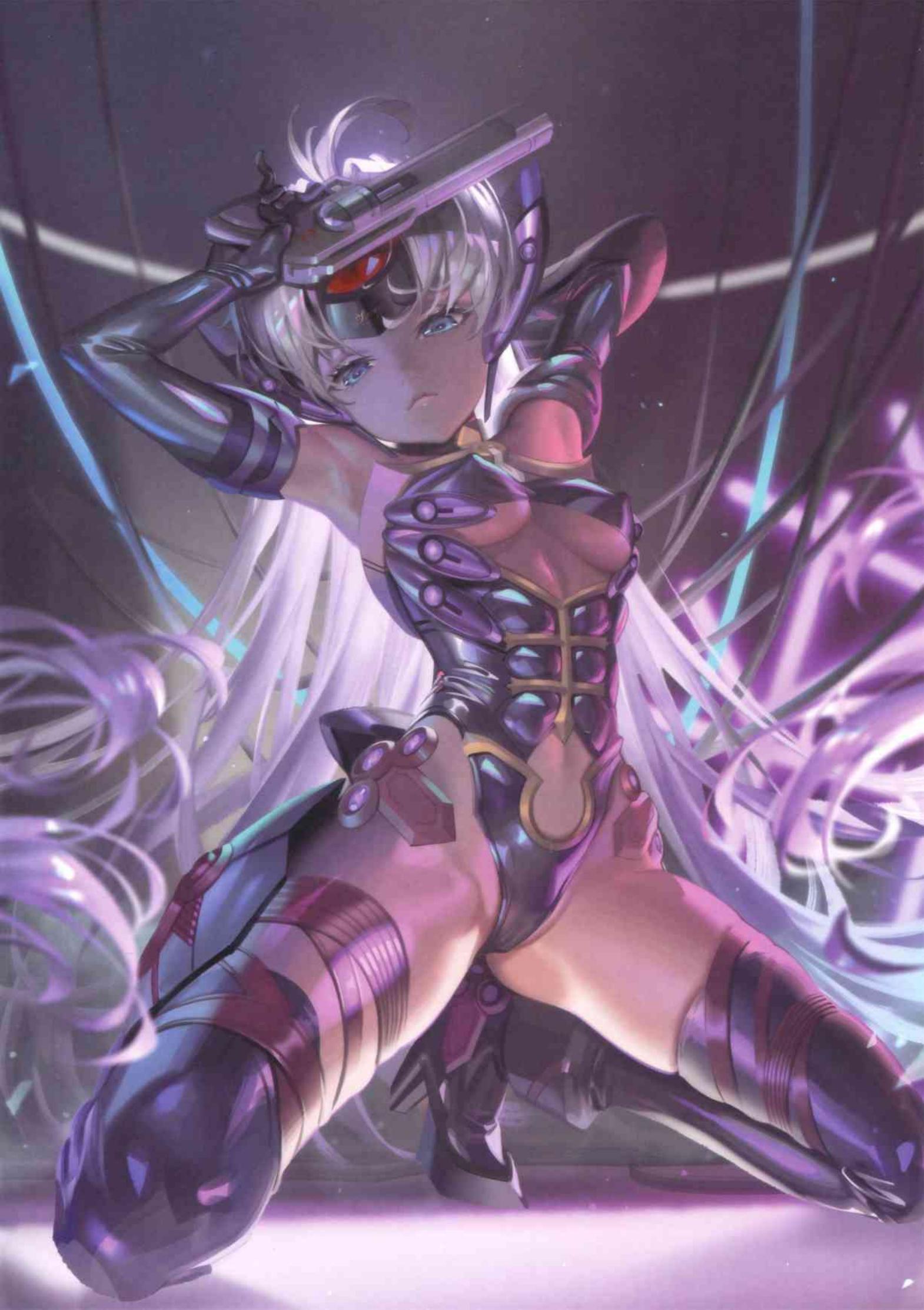
CHOCO's T-elos and other designs that transcended the times were amazing to me.

In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to me.

I was impressed by the powerful, beautiful and noble aura of T-elos!

I hope that you will continue to be active in the industry, I always like your work very much.

(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a bit of my personal feelings:))



KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY.
2002-2022

The PS2 game "Kosmos: Earth & Our Way to Mars" was released on February 28, 2002.
It's now been around KOS-MOS for 20 years, traveling through the universe.
She has traveled around the universe with the planet
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

[KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス)]

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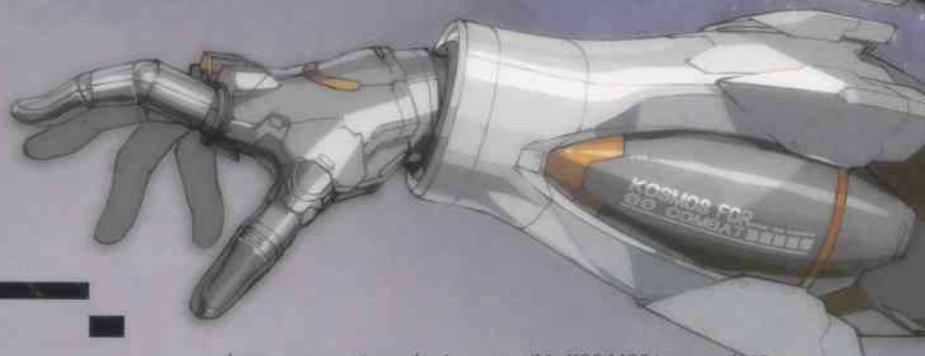
S

Ver.

宇宙運用を想定して改良された 0G 気圧対応型 KOS-MOS。

機体の各部に数基の姿勢制御用バーニアスラスター、背部にはイナーシャルカウンターとメイン推進モータを装備。

二基のマニピュレータードローンを従えて無重力下で自在に活動する事が可能。



A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones.

H

O

KOS-MOS 生誕 20 周年おめでとうございます。

もうそんなに経つんですね。

発表当初デザインを見て度肝を抜かれたのを今でも鮮明に覚えています。

まさに「とんでもないヤツと同じ時代に産まれちまったぜ」というやつですよ。

さて、この絵なんですが最初は原作リスペクトと思って描いていたのですが、外装強化パーツを追加したあたりからあれよあれよとデザイン全然違う按配になってしまった…反省。

これからも KOS-MOS が輝き続きますように！

Niō

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced.

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person."

I drew this picture at first thinking that it was a respect for the original work.

However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that.

May KOS-MOS continue to shine!

M

H

Design/Illustration

Niō





KOS-MOS FIX

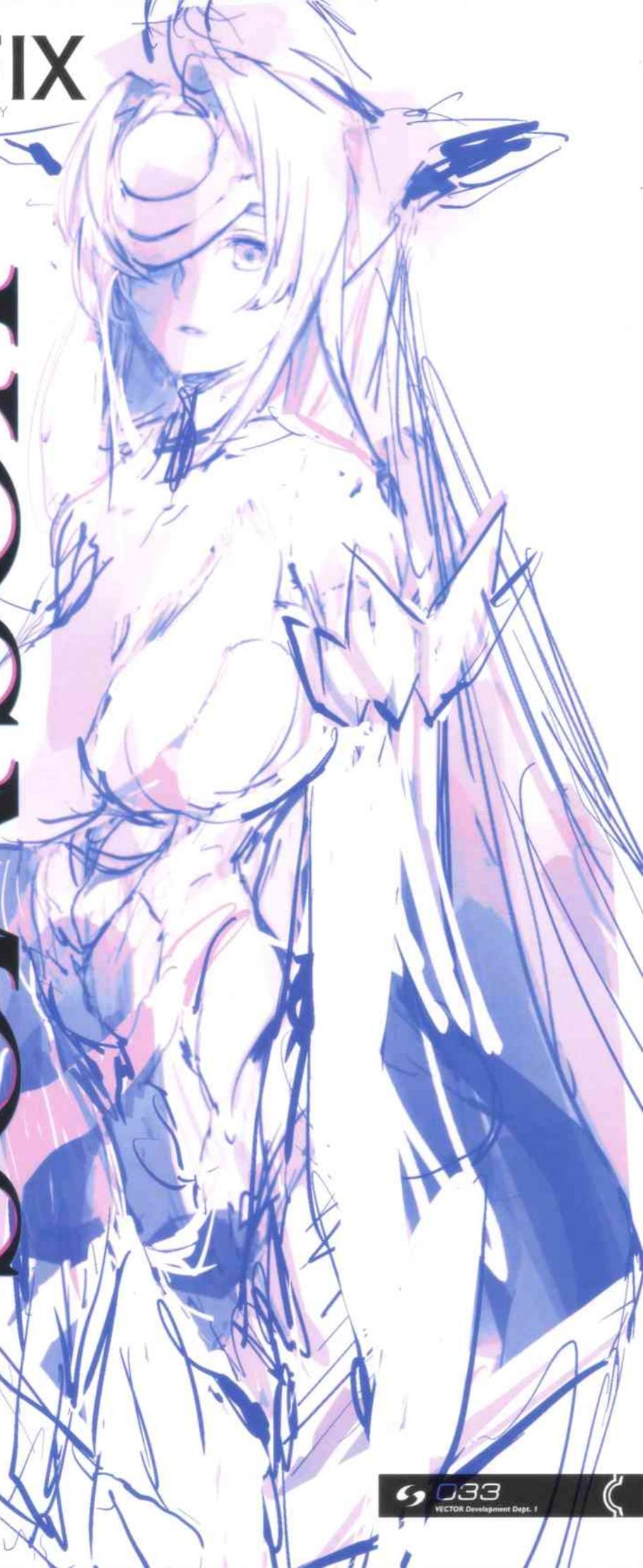
HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenogears Episode II Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.

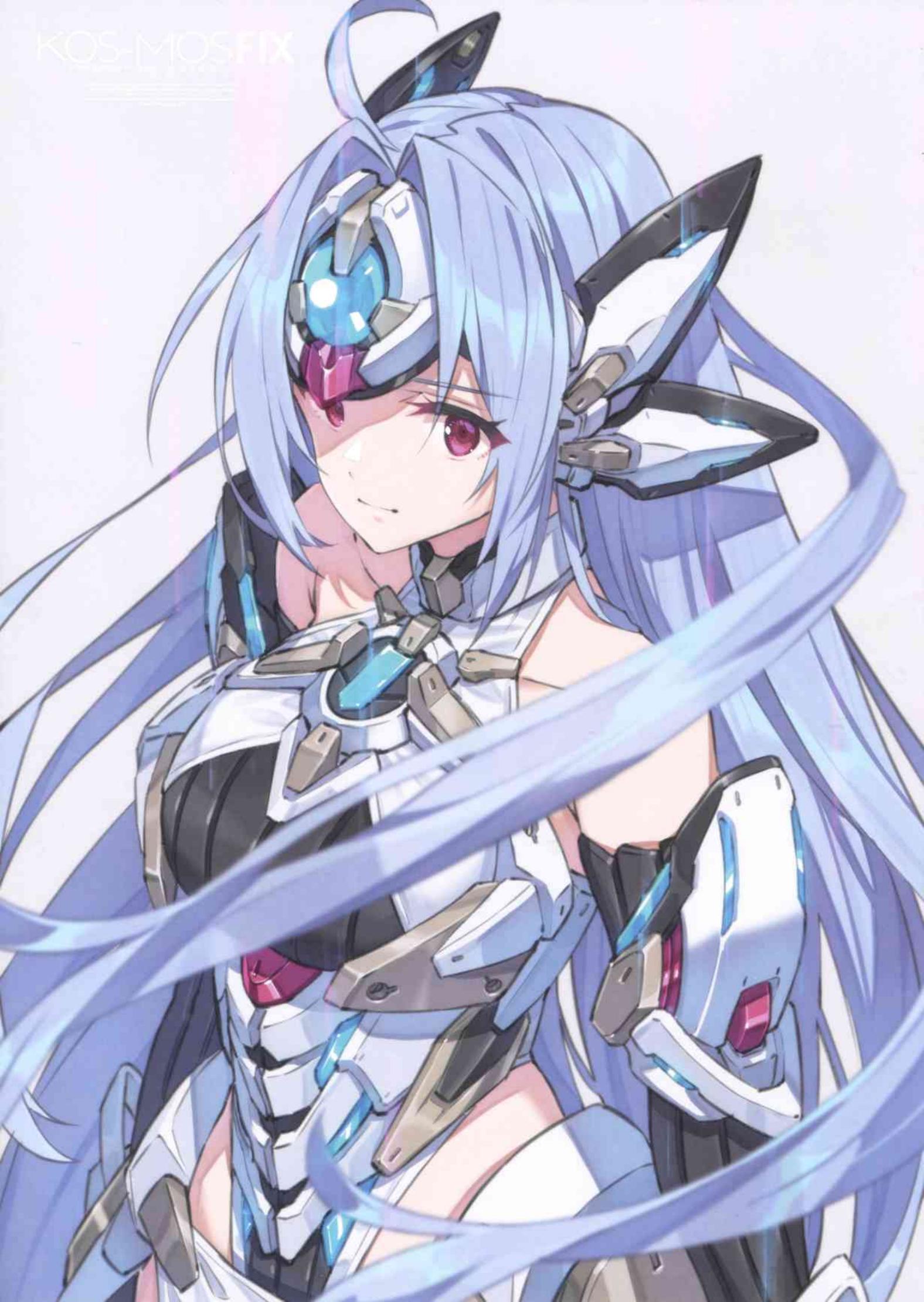
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

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illustration/ 白井 政一郎
MASAICHIRO USUI



KOS-MOS FIX



KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY.

2002-2022

The KOS-MOS game "Mystic Messenger" was released on February 28, 2002.
KOS-MOS was included in the PC game "Mystic Messenger".
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All rights reserved. © 2002 Kanda.

KOS-MOS Ver.4s Design/Illustration/salatom

KOS-MOS Ver.4s

Design/Illustration/

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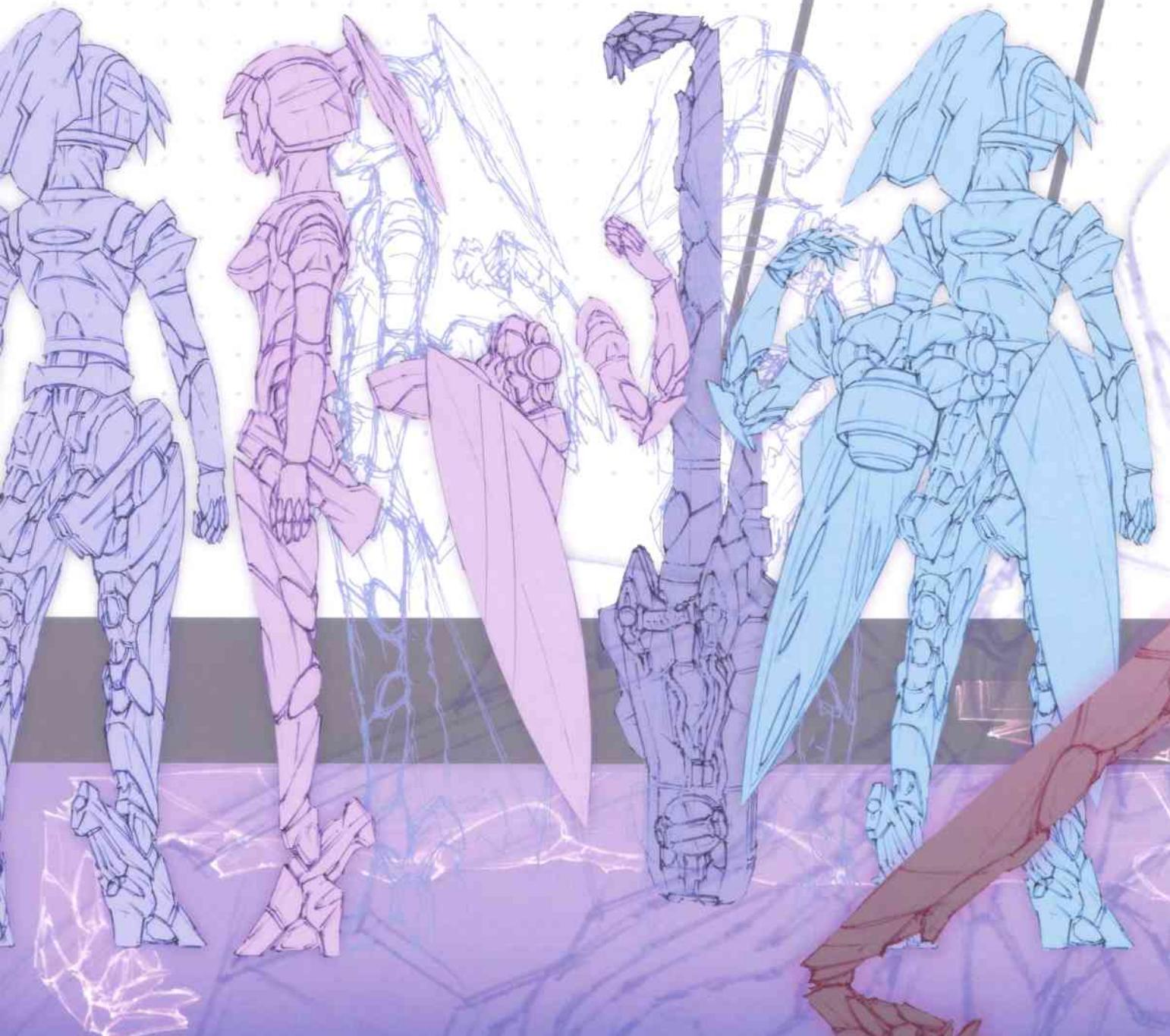
KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対ゲノーシス戦略的多目的制御体系コンペティションに
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ai) Model:KP-H」
Design/illustration 石垣純哉

This is the plan "KOS-MOS Ver.I(ai) Model:KP-H" presented by Hyams Heavy Industries for the Federal Government's Anti-Gnosis Strategical Multiple Operation Systems Competition.

Design/illustration by Junya Ishigaki



Model:KP-H

ver. I
[ái]



KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY.
2002-2022

With our Metal Gear Solid V: The Phantom Pain's release on February 28, 2017,
Kos-Mos' first appearance in the Metal Gear series was 15 years ago.
She is a cyborg created by Dr. Emile Milner from her crystals, converted into various bodies.
She is a symbol of the Metal Gear series, and a source of motivation for everyone.
She is a symbol of the Metal Gear series, and a source of motivation for everyone.
She is a symbol of the Metal Gear series, and a source of motivation for everyone.



MADE BY
HYAMS HEAVY INDUSTRIES
DESIGNED BY
JUNYA ISHIGAKI





KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PC video game "Kos-mos: Endless Frontier" was released on February 28, 2002.

In it, the android android KOS-MOS departs from her cult, connects with other robots,

and travels around the universe with the planet.

Even after the game was discontinued, she was loved by everyone and continued to inspire us today.

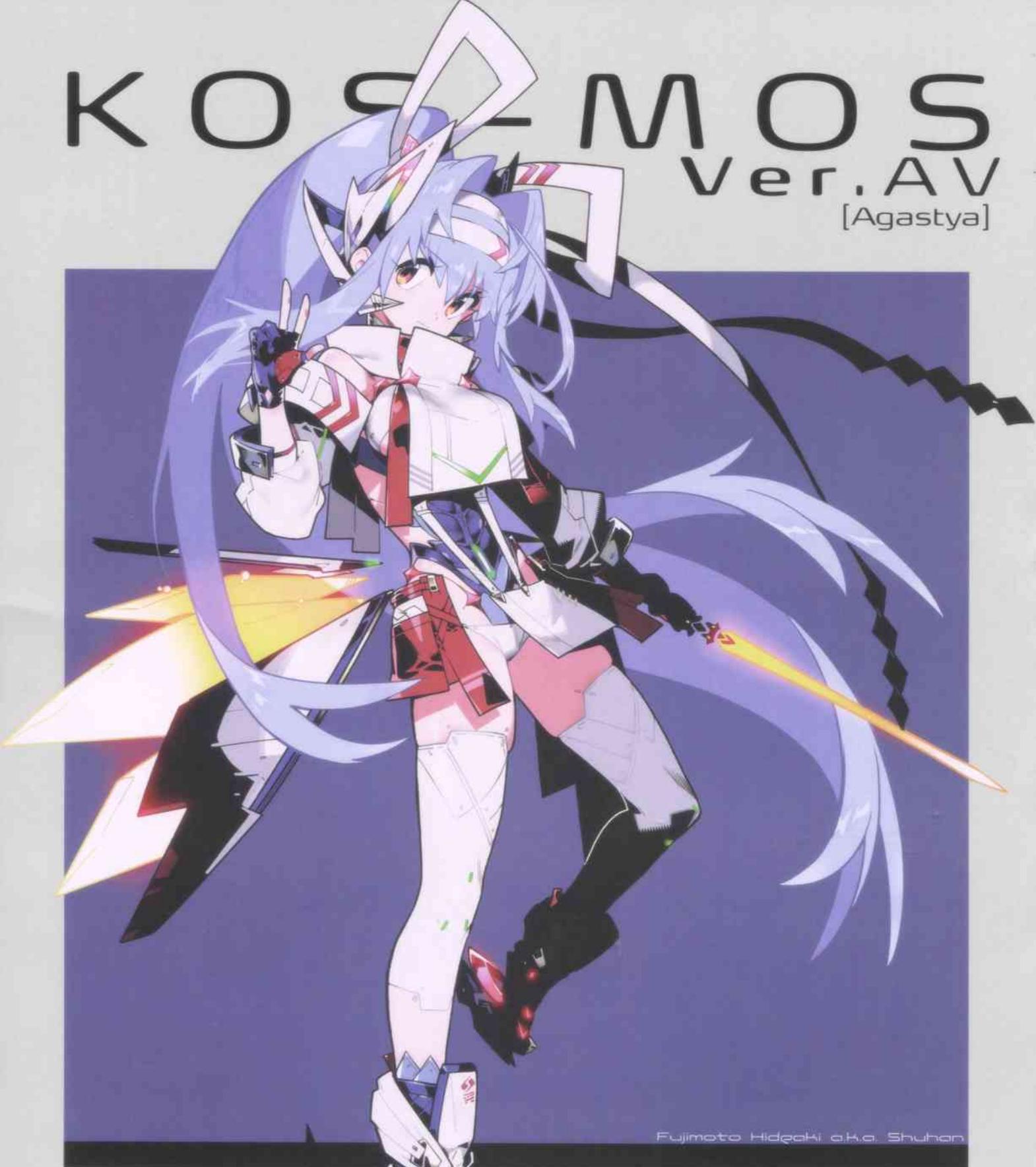
20 years later to the year 2022.

illustration /
red juice



KOS-MOS ver.AV

[Agastya]



Fujimoto Hideaki a.k.a. Shuhan

Design / Illustration
藤本秀明 a.k.a. しゅはん
Fujimoto Hideaki a.k.a. Shuhan

KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PC game "Kos-Mos Fix" was released on February 26, 2002.
It is the combat version KOS-MOS evolution from her credits, cosmetic items included,
and tracks down the original KOS-MOS.
Even after the game was completed, you will be loved by everyone and continue to inspire us until
20 years later in the year 2022.

KOS-MOS

特殊兵装/設定画
Special armor designs



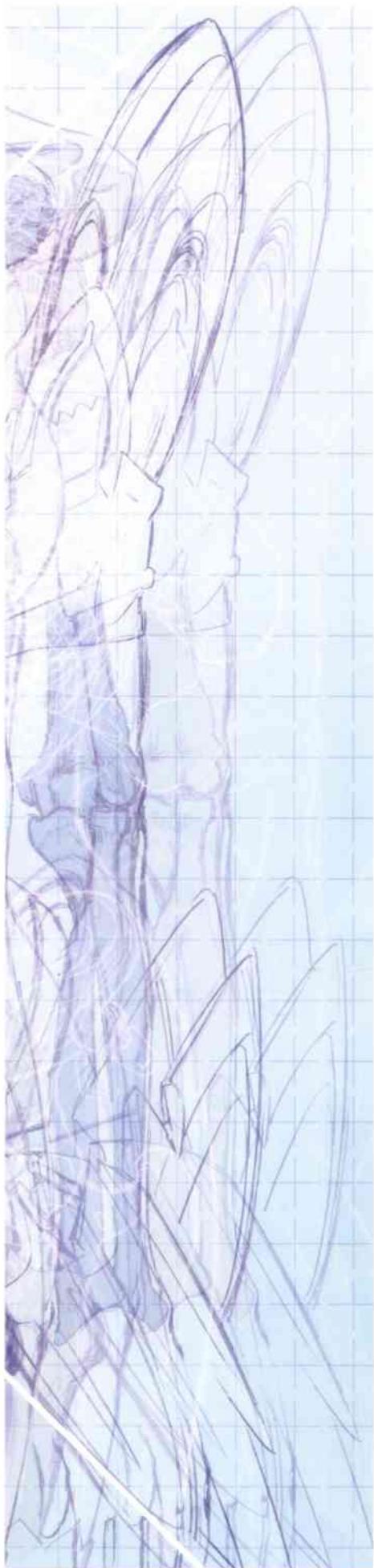
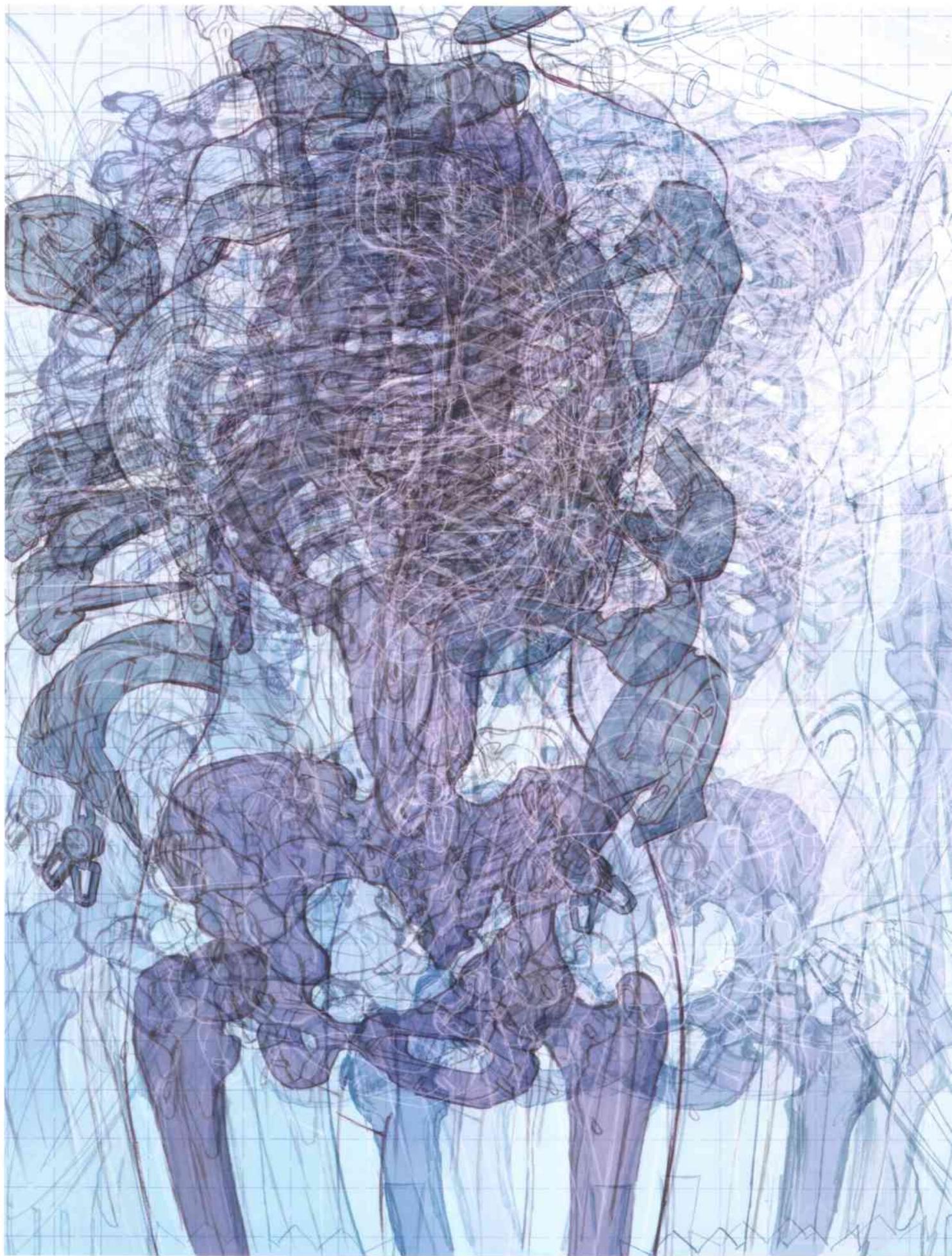


Illustration Tsu-five



KOS-MOSFIX
HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY.
2002-2022

The 20th anniversary "Kosmosfix" (Our 20th) was released on February 26, 2022.
The original version of the song was composed by KOS-MOS and produced by Kosmosfix.
This cover design was created by Kosmosfix and the original version can be found on Kosmosfix's YouTube channel.
Song title: Kosmosfix and original version: Kosmosfix
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KOS-MOS FIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

The PS2 video game "Dramap Episode I: Don't Worry, our Phach!" was released on February 28, 2002.
In it, the combat android KOS-MOS wakes from her slumber, converts into various bodies,
and explores the world with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.



青になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、頑めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

Her hair, fluttering blue nebula.

Her interface, denying organicism.

Her silhouette, forgetting machine body.

Faraway, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.



Illustration
TAKASHI TAKEUCHI
武 内 崇

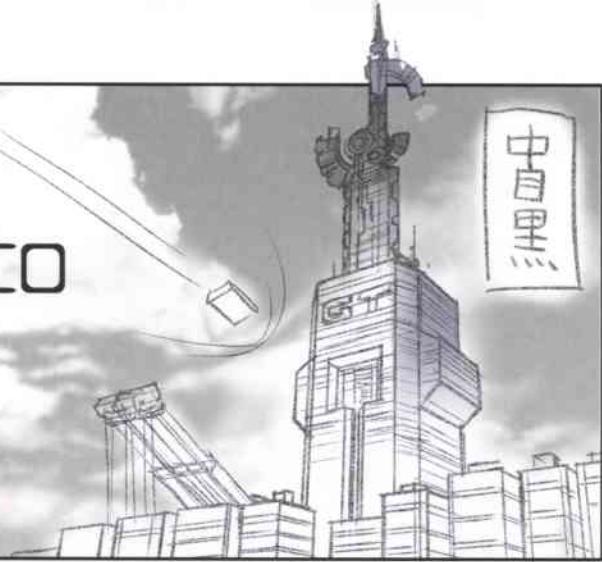
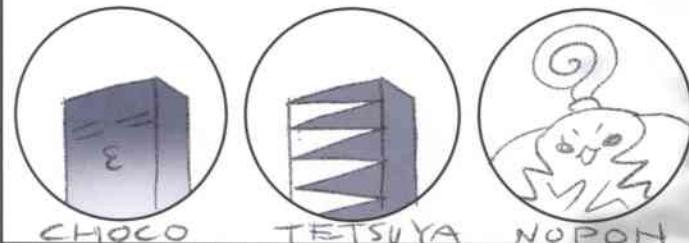
045
VECTOR Development Dept. 1



高橋哲哉 はかに語りき

ALSO SPRACH TETSUYA TAKAHASHI

漫画
CHOCO



中里



CHOCO: Congrats on releasing "Xenoblade 3"!
TETSUYA: Thanks!

T : Oh, if you are hungry, why not have box lunch?
C : No, thanks.

C : The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

T : "Xenosaga" released 20 years ago.
Having said that, we used to work together in SQUARE (before merger).
So... I met you quarter century ago.
Doesn't time fly?



C : Still remember for order "KOS-MOS" anticipate!
Tell me for settings, reason for selected me.

T : Before I selected you, call for idea inside and outside.
After I got a lot of ideas, I couldn't convince it.

All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't. After I search who can do it... I selected you.
I knew that you have other robots design, BUT nevertheless, I needed you. lol

C : That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress".

That story involved this?
It was including your proclivity that I thought.

T : First, I thought it will stick to my guns.
But a one day, I've changed for "Focus on the market" and leaving my belief.
For this reason, I shared my favorite sexy actress photo with you.
Get results, convincing design better than my belief.
That became a precious experience to me.

C : Well... did it designs are your expected or not intended?
Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T : Got the first draft, I felt "Hard work always pays off". Can't go wrong with that.
Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted.
At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat it. lol

C : (Oh, I didn't know that...)



C :What's your favorite KOS-MOS version?

T :"Archetype" is.

I wanted like in the style of Bellmer.

So, I ordered the motif will be Hans Bellmer.

Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.

Afraid of this, narrow down only the "Archetype".

About Hans Bellmer

German artist and doll maker

(Hans Bellmer 1902 - 1975)

He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.

He is not a Vermeer.

Ver.2はチャレンジ。
(理由はモッコスのところでw.)
Ver.3はVer.2の拒否反応を
マイルドにしたというか、
一般向けに洗練したというか、僕はそう受け止め
ている。
そのおかげもあるのか、スタイリッシュさでは
一番だと思っている。

Ver.4は多分ユーザー人気は一番だと思うけど、
僕の中では一番KOS-MOS本来の姿から
離れちゃったかなという印象。
当時の制作現場の総意として出来上がったデザインは
凄く良いと思う。
先進的な要素も入ってるしね。
要するにこれはKOS-MOSの内面的な話。
マリアの魂の器として人に近づけるっていうのかな。
器は器であって
それ以上の意味をもたせるべきではない、
器に惑わされちゃいけない。
その思いは今でも変わらないかな。



C :TBH, I couldn't tell you until today.

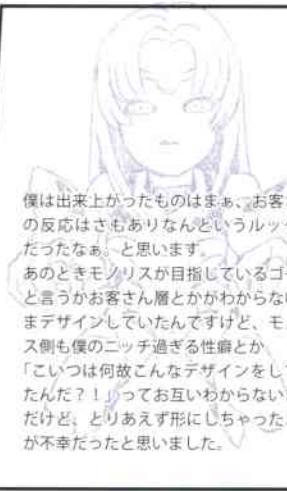
Is anything you want to say about Ver.2 called evil
goddess "Mokkos"?

I(CHOCO) think...It was expected results from
customers.

I designed that without really understanding for
Monolith goals, customers at the time.

Also, Monolith can't understand "What's
CHOCO proclivity?" "Why CHOCO made this
design?", and we grow apart.

Due to failure cause are make for now".



C :(CHOCO) think...It was expected results.
I designed that without really understanding for
Monolith goals, customers at the time.

Also, Monolith can't understand "Why CHOCO
made this design?", we grow apart.

Due to failure cause are make for now".

モッコスというかVer.2はね、デザイン
は悪くない、というかむしろ僕はアーキ
タイプの次に好き。
元々は人工筋肉的に振舞うジェル状のクリ
ア素材を内封したボディー、というチ
ヤレンジングなデザインコンセプトがあ
って、その意味での表現はパーフェクト。
クリア素材をピントではなく大胆に使
うといった時代に先駆けたデザイン
バランスも良かった。
で、20年。

T-elos Re:と同様、今ならばお客様も
納得の最高のVer.2が作れると思う。
これはモッコスについても同じ。

あの頃は完成品フィギュア文化の黎明期。
限定版として量産するには無茶過ぎた。
今までこそ多くのメーカーがハイクオリテ
ィーな
フィギュアを発売出来る様になったけど
当時はそんなノウハウもなく手探り状態。
それでもデコマスはかなりクオリティー
が高かった。
手原型で小さいのに細部まで精密に作ら
れていた。
だから原型師の人は悪くない。
量産化の時点でコケたというか、期間が限
られる中、数万という数を作らねばならなか
ったのが最大の原因。
工場の管理体制とか言ってる場合じゃな
い。
とにかく作らなきゃ、そんな状況だった。
今ならば最高のVer.2を出せると思う。
というか欲しいw。

T :Ver.2 "Mockos", the design is not bad,
rather I like next to "Archetype".

Ver.2 concepts are challenging design is.
There's body made of clear-gel, movement
like an artificial muscle.

Considering this, it's perfect.

Your great design sense predicts the future
for clear material to be used extensively as
mainly, not pinpointing.

Since then, 20 years:

Now I think I can make the best of best Ver.2
like "T-elos Re".

The same for "Mokkos".

It was too hard to make any complete
painted figure.

Against that background, limited editions are

reckless plan.
Nowadays, many manufacturers can release
high quality figures.
But at the time, they didn't have any
knowledge.

Even so, the Coloring samples quality is high.
Regardless of prototype made by hands,
details are precise.

So, sculptor didn't nothing wrong.
The causes are mass-production within a
time limit, must make tens of thousands of
pieces.

Don't have any talk about management
system.

Now I can make the best Ver.2.
In a sense, I want. lol



C :She appeared on various games, renewed and reappeared in "Xenoblade 2".
I(CHOCO) think it was invention for "The robot girl as weapon combined a girly
costume with lace".

Nowadays, these factor treated as a standard for "RoboMusume".

As the creator of original "RoboMusume", where I want to give birth to not only
"KOS-MOS" and "T-elos", but also "more various".



T :If you have a next, At strong style with you! lol
Recently, mainly communication through with work sites.
There is good for training the next generation on Monolith
Soft, but personally want to "direct confrontation".

I believe like that the products're get to someone's heart.

C :Thank you so much!

END

VECTOR Development Dept. I



RA

@lilium_ra

pixiv.net/users/21848

028

VECTOR Development Dept. I



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臼井政一郎 Masaichiro Usui

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Tsu-five

042

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